PRIMAL
THE AWAKENING

VENOM EXPANSION

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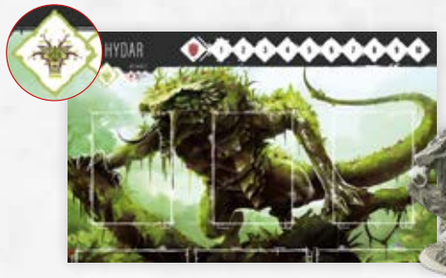
EXPANSION OVERVIEW

This expansion introduces a new category of monsters. It includes all the components associated with the new monsters, 5 new quest cards that expand the Campaign mode, and a new forge card that relates to the element Venom, as well as the corresponding equipment cards.

The two new monsters can be used in both Campaign mode, where the players explore a new region of *Thyrea*, and Expedition mode, using the scenario setup rules on pages 5-6.

Note: The *Primal: The Awakening* base game is required to play this expansion.

COMPONENTS



Hydar monster board

Hydar miniature

6x Hydar Stance card

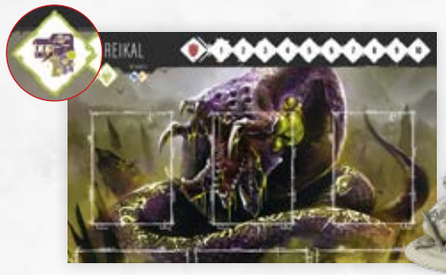
3x Hydar Peril card

4x Thornvine token

18x Hydar Behavior card

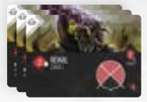
1x Hydar Objective card

12x Venom card (Hydar)



Reikal monster board

Reikal miniature



6x Reikal Stance card

3x Reikal Peril card

5x Venomous Serpent card

20x Reikal Behavior card

1x Objective card

16x Venom card (Reikal)

Expansion Rules and Campaign Book

3x Forge card

4x Swamp terrain token

2x The Awakened Behavior card

4x Wound card

5x Quest card

5x Reward card

30x Item card

15x Armor card

15x Helm card

12x Weapon card

NEW RULES

This expansion introduces new types of terrain and new components that follow special rules that are specific to the scenarios that include the new monsters. All the special rules are explained here in detail, so refer to this section as required by the scenario.

NEW TERRAIN

Swamp: When you pay the stamina cost for a ◈, if you are in a sector with a swamp terrain, increase that cost by 1.

MONSTER RULES

VENOM CARDS (HYDAR, *REIKAL*)

The monsters in this expansion can add Venom cards to the players' deck through card ability effects. When a card ability instructs you to add a Venom card to your discard pile, take a Venom card from your personal reserve and place it on top of the discard pile for your action deck. Each player has a reserve of Venom cards, which can be identified by the class icon on the back of the card.

Similar to Wound cards, Venom cards clog up your action deck, making it less efficient. However, unlike Wound cards, Venom cards accumulate in your hand. The only way to get rid of them is to use them to generate stamina, but this will cause you to suffer damage, as explained by the text ability.

VENOM
This card can only be used to generate stamina.
When you discard this card from your hand, suffer damage equal to your weapon level.

Venom card

Venomous Serpent card

VENOMOUS SERPENTS (*REIKAL*)

Reikal introduces a new type of cards: The Venomous Serpent cards.

When a Venomous Serpent engages you, take a corresponding Venomous Serpent card and place it next to your hunter board. The ability text of that card only applies to you (and only while you are engaged with the Venomous Serpent).

To remove a Venomous Serpent card from the game, the engaged player must play a ◈ in their sequence without resolving either its ability text or effect (the attack does not deal any damage to *Reikal*, but it allows you to eliminate the Venomous Serpent).

THORNVINE TOKENS (*HYDAR*)

Thornvine tokens are placed on the board as a result of *Hydar's* card abilities.
When you pay the stamina cost for a ◈, if you are in a sector with a thornvine token, increase that cost by 1.

CAMPAIGN MODE EXPANSION

To integrate the quests of this expansion into your campaign, follow these rules:

- **Campaign Setup:** When you set up your campaign, add all the quest cards in this expansion to the quest deck. The *Campaign Book* in the base game will tell you when to unlock these quests, based on specific conditions during the campaign.
- **Scenario Setup:** To set up and play the scenarios for the quests in this expansion, use the *Campaign book - The Myth of Ouroboros* (you will find the campaign scenarios for this expansion in numerical order, starting on page 6).
- **Quest Rewards and Expiration:** Use the *Quest Rewards and Expiration* section in the *Campaign book - The Myth of Ouroboros* to find the rewards and expiration consequences for each quest in this expansion.

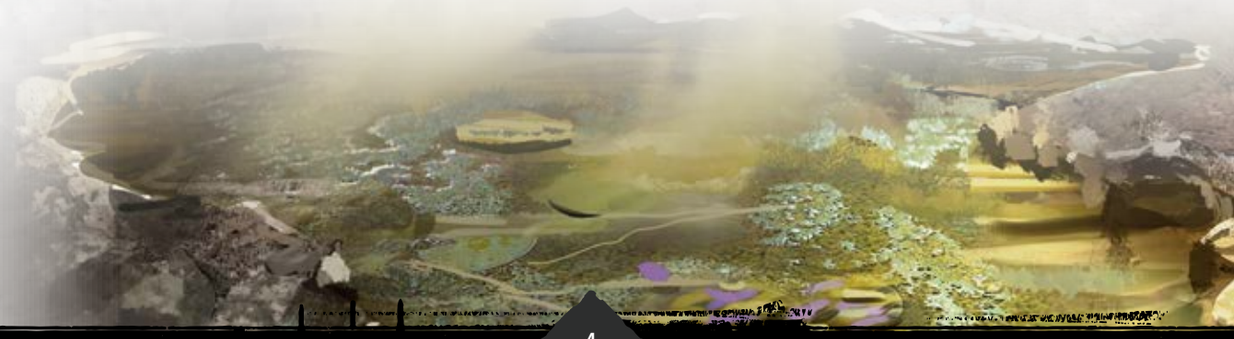
Campaign book - The Myth of Ouroboros

Quest Scenario *(Campaign book - The Myth of Ouroboros)*

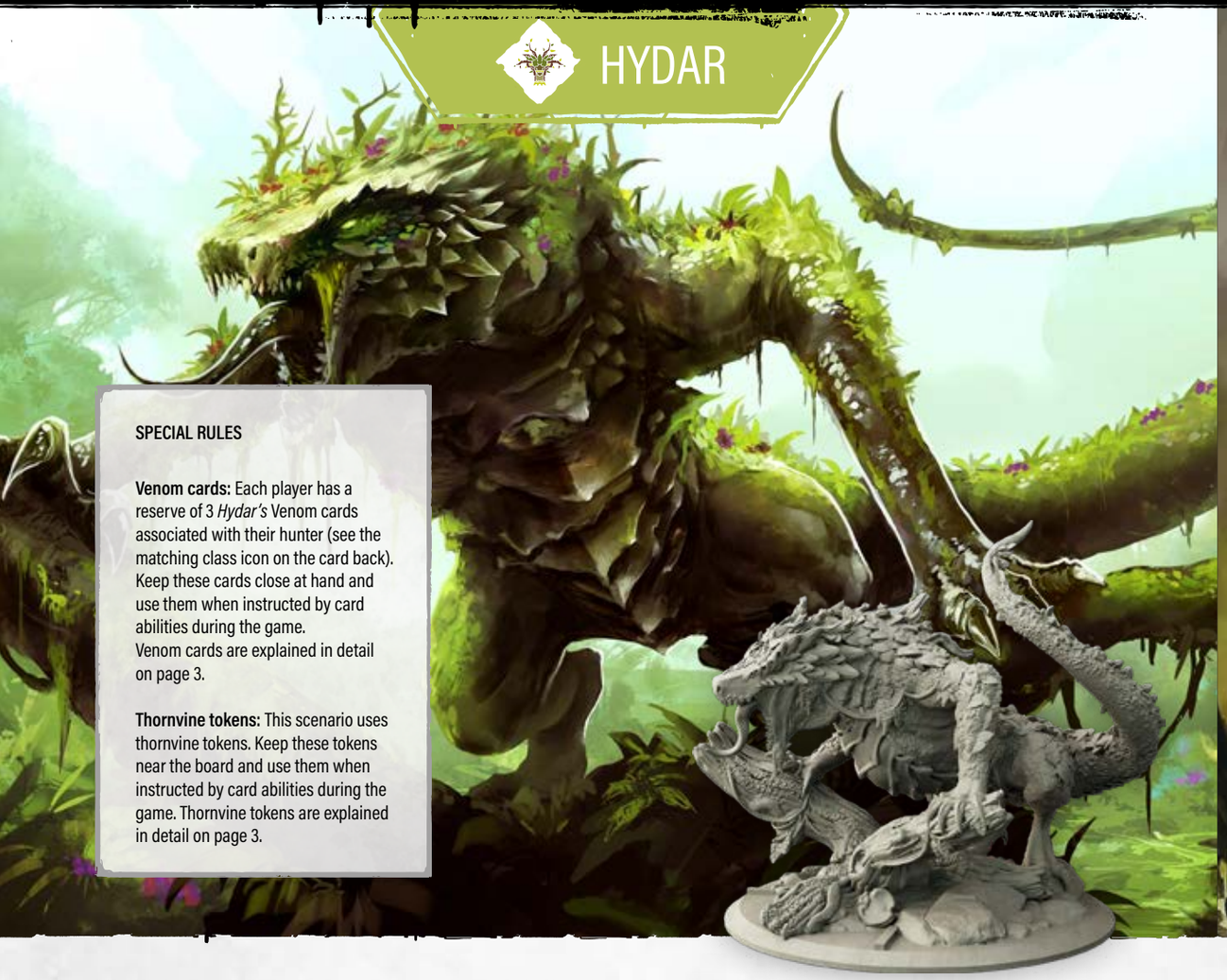
Quest Reward and Expiration *(Campaign book - The Myth of Ouroboros)*

EXPEDITION MODE EXPANSION

This expansion introduces 4 new expedition scenarios for you to play outside of the Campaign mode. You can find the setup rules for each of these scenarios on pages 5-6.



HYDAR



SPECIAL RULES

Venom cards: Each player has a reserve of 3 *Hydar's* Venom cards associated with their hunter (see the matching class icon on the card back). Keep these cards close at hand and use them when instructed by card abilities during the game.
Venom cards are explained in detail on page 3.

Thornvine tokens: This scenario uses thornvine tokens. Keep these tokens near the board and use them when instructed by card abilities during the game. Thornvine tokens are explained in detail on page 3.

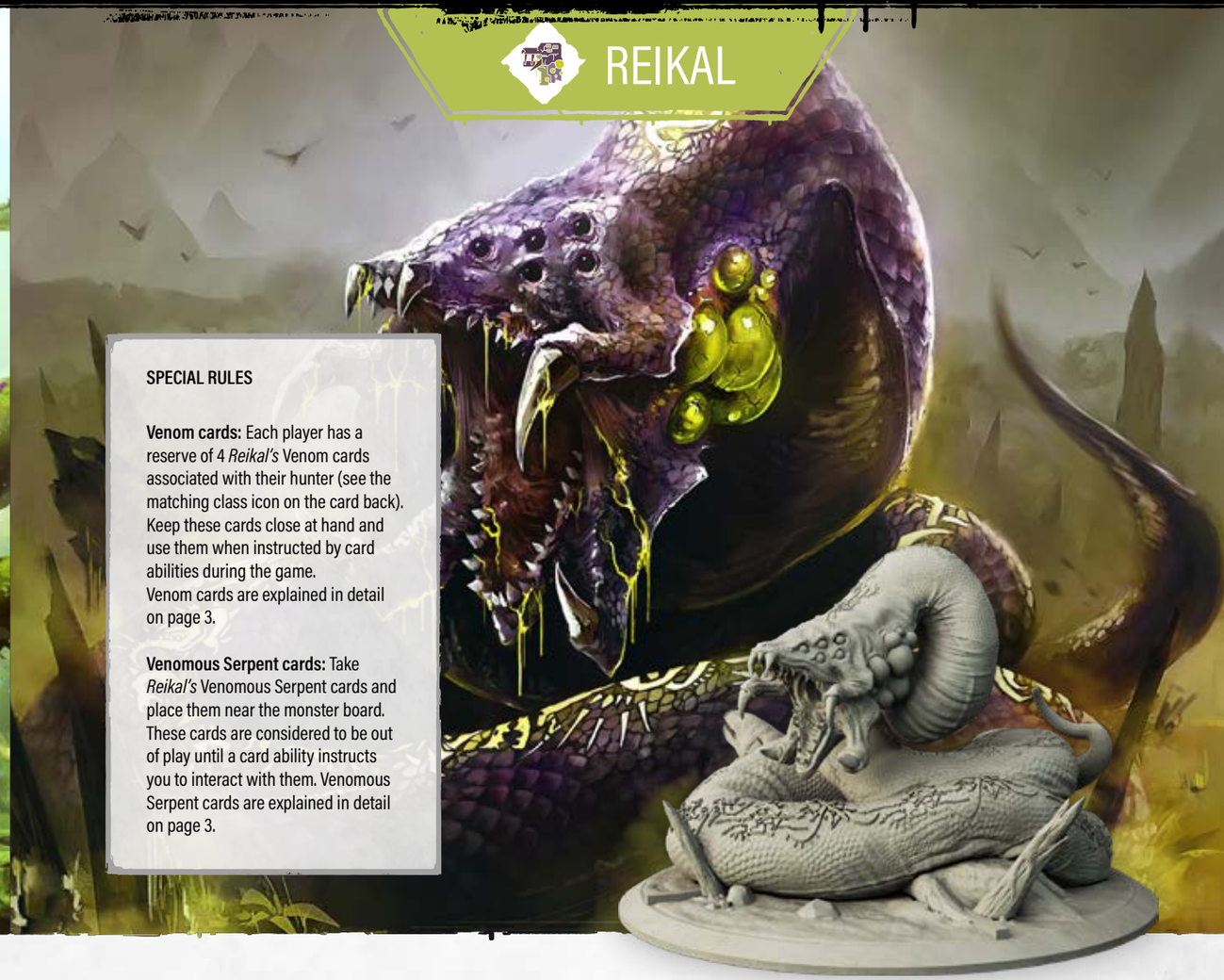
EXPEDITION 1

2x Brush 1x Synaerea 2x Wildmaw 2x Baethanis

EXPEDITION 2

2x Brush 2x Swamp 1x Synaerea 1x Wildmaw 2x Baethanis

REIKAL



SPECIAL RULES

Venom cards: Each player has a reserve of 4 *Reikal's* Venom cards associated with their hunter (see the matching class icon on the card back). Keep these cards close at hand and use them when instructed by card abilities during the game.
Venom cards are explained in detail on page 3.

Venomous Serpent cards: Take *Reikal's* Venomous Serpent cards and place them near the monster board. These cards are considered to be out of play until a card ability instructs you to interact with them. Venomous Serpent cards are explained in detail on page 3.

EXPEDITION 1

2x Swamp 2x Fog 2x Cyricae

EXPEDITION 2

2x Swamp 2x Fog 2x Rock 2x Synaerea

CREDITS

VENOM EXPANSION

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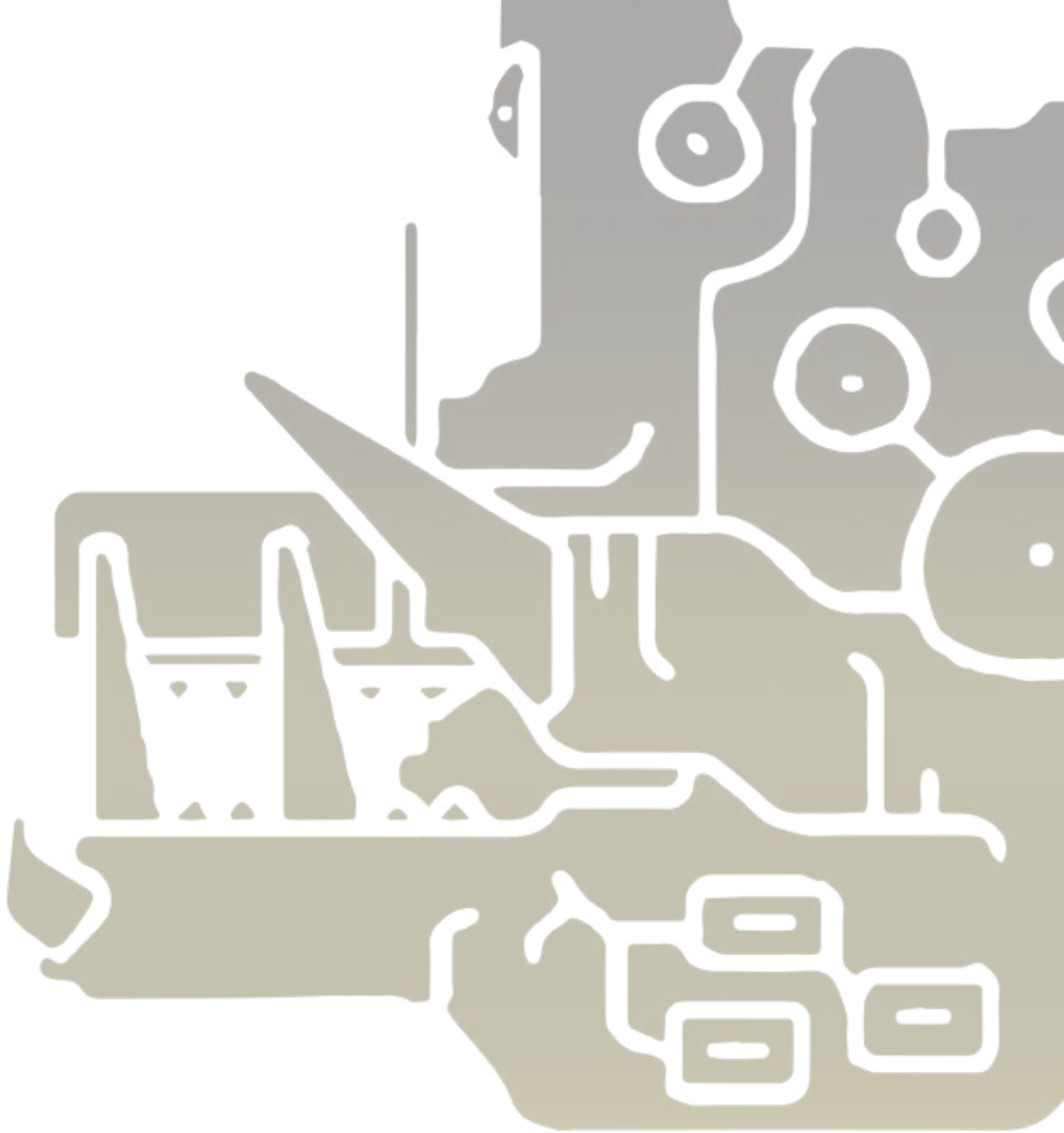
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